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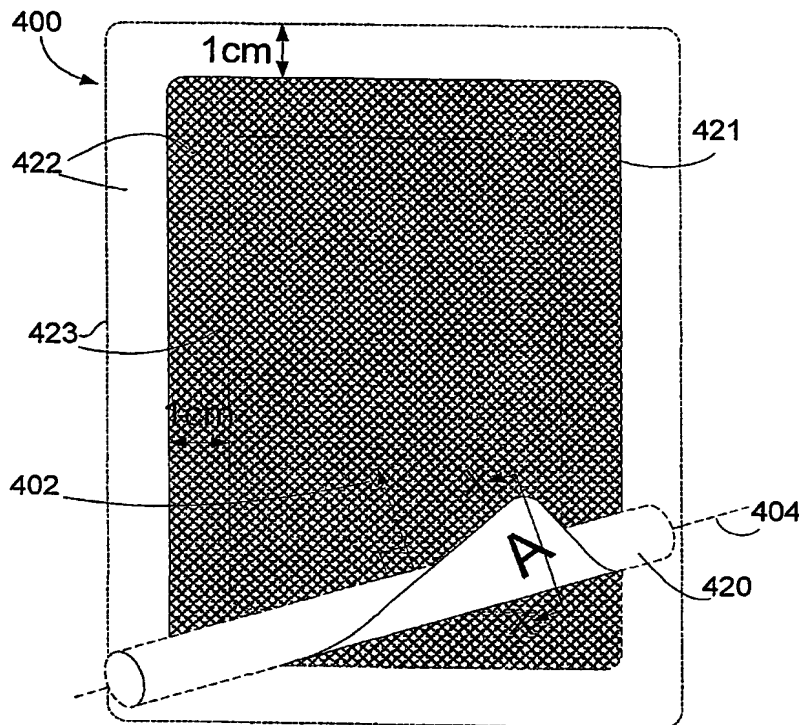
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(54) Title: **VIRTUAL CARD GAMING SYSTEM**



(57) Abstract: A virtual card system provides a card game which is presented in a three-dimensional representation on monitor screens. The system allows human players to play the card game through the monitor screens. The monitor screen may be touch screens which allow the human players to input commands directly. The card game displayed on the touch screen is adapted for graphical manipulation in response to commands from a human player in real time, for instance to bend a card back at the corner to look on the underside.



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